

ABSTRACT**A METHOD OF SYNCHRONISING THE REPLAY OF AUDIO DATA IN A
NETWORK OF COMPUTERS**

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A method of synchronising the replay of audio data sent as data packets in a network of computers is described. The audio data passes from a source station to destination stations within earshot of one another, and each data packet sets out from the source station to respective destination stations at substantially the same time, taking a travel time to reach its destination station. The travel times are distributed over a range of times, and are difficult to predict. The method includes determining the average travel time (or minimum travel time) of a data packet, and providing a delay between the time a given packet is sent and its replay, the delay being adapted such that it corresponds to a predetermined time equal to the average travel time (or minimum travel time) plus a variable time. This results in the synchronisation of audio data replay, because the average travel time (or minimum travel time) is approximately the same for neighbouring destination stations, on average.

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